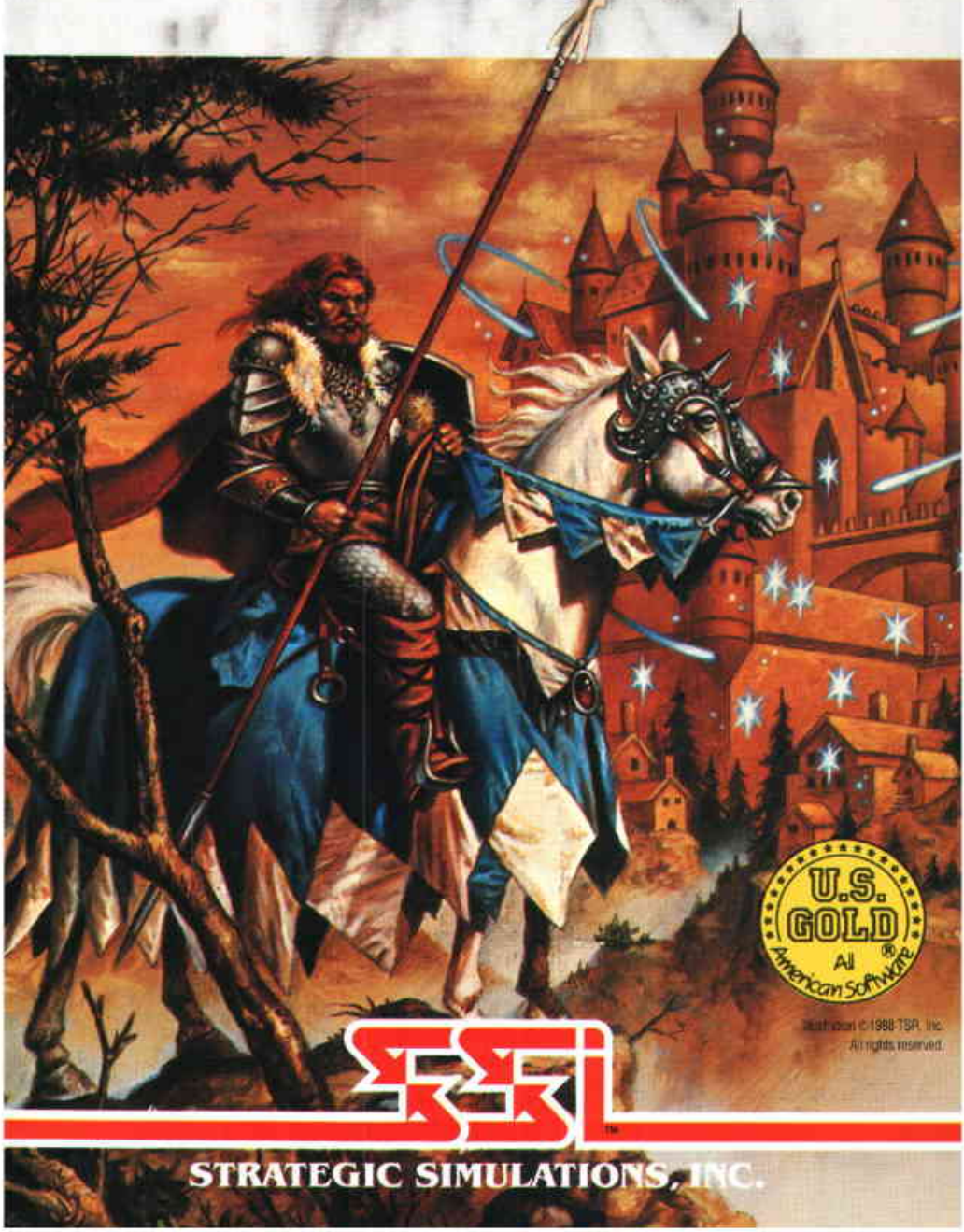
FALL 1988/WINTER 1989 CATALOG

# ENTER A FANTASTIC WORLD OF COMPUTER GAMING

**Presenting the entire line of SSI computer games including ADVANCED DUNGEONS & DRAGONS® computer products.**

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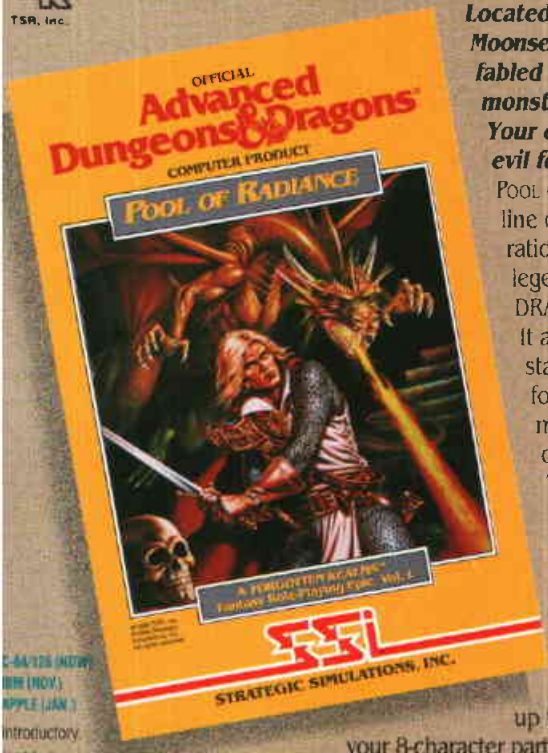
SSI

STRATEGIC SIMULATIONS, INC.

# NEW GAMES

TSR, Inc.




***Located on the northern shore of the Moonsea in the Forgotten Realms, the fabled city of Phlan had been overrun by monsters led by a mysterious leader. Your quest: discover the identity of this evil force and rid Phlan of its scourge.***

POOL OF RADIANCE represents the first in a line of software created by SSI in collaboration with TSR — the producer of the legendary ADVANCED DUNGEONS & DRAGONS® fantasy role-playing system. It adheres faithfully to AD&D® game standards. Roll up your characters from four Classes, six Races and nine Alignments in classic AD&D game fashion; or use the party already provided. The computer graphics are strictly state-of-the-art. Cities, dungeons and encounters are shown in realistic 3-D perspective. Personalize your heroes' combat figures with individual weapons, armor and colors. Add NPCs (computer controlled Non-Player Characters) to your party of up to 6 PCs (Player Characters) to fill out your 8-character party. Control your PCs during battle, or let the computer handle some or all of the action. To help your party on its many difficult missions, the Adventurer's Journal guides you with history, maps, clues and rumors. A Translation Wheel converts Elvish and Dwarvish writing to English.

C-64/128 (NOW)
IBM (NOV)
APPLE (JAN)
Introductory
By SSI Special Projects Team

Roll up your characters, in classic AD&D® game fashion, and see their portraits and characteristics.

Every monster type has its own individual drawing.

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**world comes alive in this exciting act game!** HEROES OF THE LANCE marks the fi computer action game that re-creates t epic battle between good and evil on t world of Krynn. (For those familiar wit AD&D® game system, HEROES OF THE L is derived from the first DRAGONLAN module, *Dragons of Despair*.) You co eight Companions, each with differe specialized attributes and skills. Gu these brave adventurers deep into treacherous ruins of the temple Xa Tsaroth to retrieve the precious Di of Mishakal. As you descend into Abyss, the Companions must def the hordes of monstrous Dracon in hand-to-hand combat, deal wi powerful magic and survive the slaught of attacks from giant spi skeletal undead and countless other terrors. But your final ob cle makes these monstrosities innocuous by comparison: Th platinum disks you seek are guarde Khisanth, an ancient black dragon. And there is but way to vanquish this mighty beast. Find the key to destroy Khisanth you are doomed to failure.

oductory.
U.S. Gold

Sturm confronts a gully dwarf while

The Heroes, with Caramon in front, batt

OFFICIAL
Advanced Dungeons & Dragons
COMPUTER PRODUCT
DUNGEON MASTERS ASSISTANT
VOLUME I: ENCOUNTERS
Generate your own encounters for AD&D® tabletop play
Over 1000 separate encounters provided
Over 1300 monsters & characters (including all monsters from the official AD&D Monster Manual and Monster Manual II)
SSI
STRATEGIC SIMULATIONS, INC.

**Dungeon Masters generate encounters for AD&D® campaigns.** SSI's DUNGEON MASTERS ASSISTANT, VOLUME I: ENCOUNTERS is a great time saver for Dungeon Masters (DMs). With thousands of separate encounters, monsters and characters provided, it can reduce game prep time by several hours per session. The database is prodigious indeed: Over 1000 encounters and over 1300 monsters and characters, including all monsters from the AD&D® Monster Manuals I & II. Monster records and encounter printouts total several hundred pages! (Note: a printer is not required in order to use this product since data can also be output to disk or screen.) Catering to the DMs' boundless creativity, this product easily allows DMs to modify the exisiting data or add their original monsters and encounters to the database. By harnessing the power of the computer, this program makes it practical to use the vast numbers of monsters and encounters created for AD&D game play.

ductory,
mediate,
nced.

aul Murray,
r Penman
mes Ward.

LL-O-WISP , AC -8; MV 18", HD 900; HP
, INT 1; DMG 2-16; SA ELECTRICAL,
TACK, SO SEE BELOW, INT EXCEPTIONAL,
CE, SIZE S; THACO 12
EN NOT ATTACKING CAN ONLY BE SEEN
TO DETECT INVIS, ONLY SPELLS WHICH
FECT ARE PROTECTION FROM EVIL, MAGIC
SSILE, & MAZE
1720
LAIR TREAS 1000 SP, 500 PP, 44 GEMS,
JEWELRY,
CURSOR UP, DOWN, LEFT, RIGHT
NTL-D) DELETE, (CNTL-P) NEW PARAGRAPH,
NTL-Q) QUIT. ANYTHING ELSE TO INSERT?

a at your fingertips: Includes
terial from the famous AD&D®
nster Manuals.

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***Hillsfar is a different, exhilarating ex***
***ence. Explore the city, meet its colo***
***denizens on the streets or in pubs***
***discover a quest (there are many p***
***ble ones).*** Transfer your favorite cha
from the *POOL OF RADIANCE* or *AZURE B*
AD&D® FORGOTTEN REALMS™ com
role-playing games, or create one fi
scratch. Your quest and the option
able to you each game will change
your character's specialty (thief, m
cleric or fighter). Your quest will l
constantly on the move. Fight in
arena against raging minotaurs,
pered orcs or other evil oppon
Enter different buildings and y
maze-running and lock-pickin
will be required. Archery and
trian events may also be par
overall quest. Think fast. M
These mini-games happen i
time! For both adventure and actio
there's no place like Hillsfar!

Introductory.
By Westwood
Associates.

The Forgotten Realms city of Hillsfar in both 3-D and overhead views.

The arena, where you'll fight for fame fortune or freedom.

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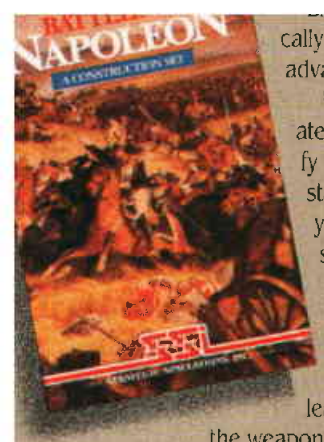
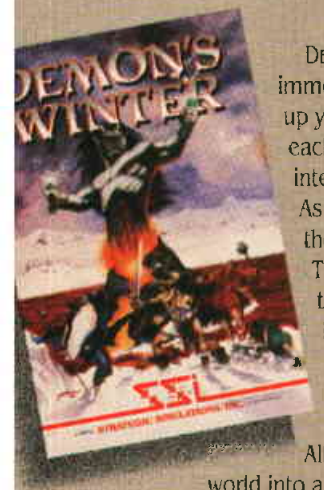



cally any Napoleonic battle on a detailed, tactical level. It is an advanced wargame — and a full-blown construction set.

Use the computer to generate random maps, then modify them as you choose. Or start from scratch by building your own maps, square-by-square (each representing 100 yards). Create your own armies or adjust the armies provided to suit your specifications. Rate your units for melee strength, leadership and morale. Change game parameters such as the weapons tables, fire/terrain modifiers, and other important values. You can literally make any game you can imagine!

Want to bypass the design phase and jump right into action? Simply choose from the four pre-made scenarios: Waterloo, Quatre Bras, Auerstaedt and Borodino. If your idea of fun involves skirmishers, cavalry charges and infantry squares, look no further than BATTLES OF NAPOLEON!
By David Landrey and Chuck Kroegel.




DEMON'S WINTER™ is a fantasy role-playing game set in an immense, highly-detailed world. The five characters that make up your party can be Humans, Dwarves, Elves or Dark Elves, each rated for speed, strength, intellect, endurance and skill. As they gain in experience, these attributes will increase. They can belong to any of ten classes, ranging from Barbarian and Thief to Wizard and Scholar.

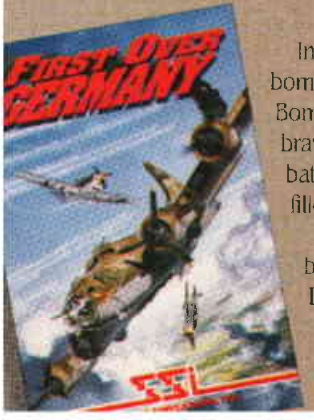
Your heroes are faced with the apocalyptic menace of the demon-god Malifon! Although trapped inside a volcano, Malifon threw the entire world into a deep, frigid winter and turned the oceans into blood. In this desolate setting, his minions thrive and threaten to free Malifon!

Your mission is clear: Search the lands and seas of this vast world for the spells needed to trap Malifon forever and undo his wintry curse. Though the Demon's Winter may chill your bodies, may courage, honor and perseverance warm your souls! By Craig Roth and David Stark.

This powerful construction set lets you to fight any World War II battles that involved American or British troops in Asia/Pacific against the Japanese, and American troops in Europe against the Germans. Your arsenal includes practically eve ground weapon used in those theaters.

Play single battles against another player or the computer and d from the historical setups already provided by making use of the constr features. Or fight entire campaigns against the computer. It creates the and determines the type of battles and missions. You "buy" tanks, infan and support units (such as artillery and anti-tank guns).

TYPHOON OF STEEL. It's the best construction set of American, Japanes British and German combat in World War II. By Gary Grigsby.




In October 1942, when the U.S. first launched its dayli bombing raids against Hitler, it was the men of the 306th Bombardment Group in the lead. Now, you can join thes brave fliers on 25 real-life combat missions over the death-filled skies of Nazi Europe.

Hand pick ten crew members to fly your very own B-17 Flying Fortress. Start out with training missions in Utah. Next, fly your B-17 to Thurleigh, England

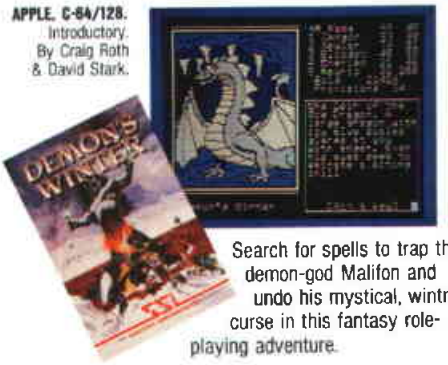
# FANTASY AND SCIENCE FICTION

**"Family Computing" 1985 Role-Playing Adventure Game of the Year.** Search for the Nine Rings to help you battle the Dark Lord's evil minions.

**APPLE, ATARI, IBM, C-64/128, ST, AMIGA.**
Introductory.
By Doug Wood.

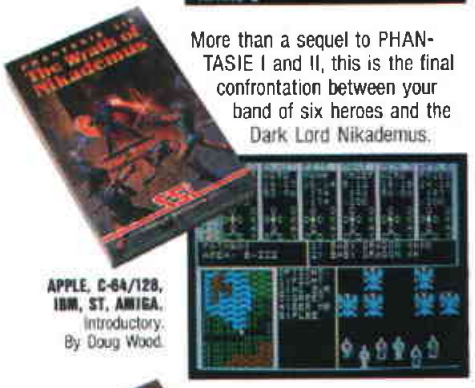
Locate and destroy the Dark Lord's evil orb in this adventure that is the exciting sequel to SSI's best-selling fantasy game.

**APPLE, ATARI, C-64/128, ST.**
Introductory.
By Doug Wood.




**APPLE, C-64/128.**
Introductory.
By Craig Roth & David Stark.

Search for spells to trap the demon-god Malifon and undo his mystical, wintry curse in this fantasy role-playing adventure.




More than a sequel to PHANTASIE I and II, this is the final confrontation between your band of six heroes and the Dark Lord Nikademus.

**APPLE, C-64/128, IBM, ST, AMIGA.**
Introductory.
By Doug Wood.

**APPLE, C-64/128, ST, IBM, AMIGA, IIGS.**
Introductory. By John & Charles Dougherty & Westwood Assoc.

Journey into the past to prevent the six Mad Sorcerors from creating the Evil Book of Magic. IBM version includes a 3½" disk.

**"Family Computing" 1986 Best Role-Playing Adventure Game of the Year.** Guide eight adventurers in search of the lost Wizard's Crown.

**APPLE, ATARI, IBM, C-64/128, ST.**
Intermediate.
By Paul Murray & Keith Brors.

**APPLE, ATARI, C-64/128.**
Intermediate.
By Paul Murray.

Your band of 8 must search for the enchanted Eternal Dagger to close the Demon Portal before the Undead can overwhelm Middle World.

**IBM.**
Introductory.
By Doug Wood.

Your 8 star troopers must destroy a band of intergalactic pirates and battle an invading insectoid race. IBM version includes 3½" disks.

Control of a vital star cluster is at stake in this futuristic strategy game of exploration, economic power and military conquest. IBM includes a 3½" disk.

**IBM, ST.**
Intermed./Advanced.
By Norman C. Koger, Jr.

OFFICIAL
# Advanced Dungeons & Dragons®
COMPUTER PRODUCTS

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**APPLE, IBM, C-64/128.**
Introductory.
By SSI Special Projects Team.

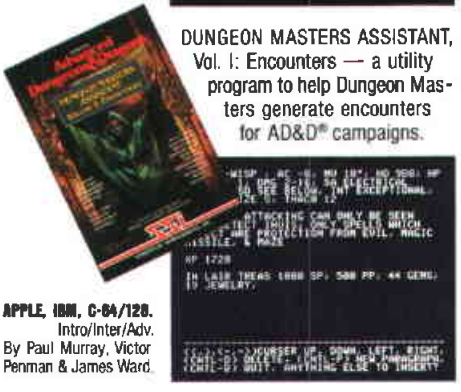
POOL OF RADIANCE — the first AD&D® computer fantasy role-playing game set in the Forgotten Realms. **APPLE disk is 128K.**

HILLSFAR — think and move in real time as you explore this exhilarating city, meet its colorful inhabitants on the streets or in pubs, and find a quest!

**IBM, C-64/128.**
Introductory.
By Westwood Assoc.

**IBM, C-64/128, AMIGA, ST.**
Introductory.
By U.S. Gold.

HEROES OF THE LANCE — the DRAGONLANCE® game world of Krynn comes alive in this exciting action game.




DUNGEON MASTERS ASSISTANT, Vol. I: Encounters — a utility program to help Dungeon Masters generate encounters for AD&D® campaigns.

**APPLE, IBM, C-64/128.**
Intro/Inter/Adv.
By Paul Murray, Victor Penman & James Ward.

# WARGAMES

This sequel to our best-selling PANZER STRIKE! game features construction-set flexibility and the addition of American and Japanese forces.

**APPLE, C-64/128.**
Advanced.
By Gary Grigsby.

Engage in highly detailed tank-to-tank and squad-to-squad combat on the Eastern Front, the Western Front in 1940, and North Africa.

**APPLE, C-64/128.**
Advanced.
By Gary Grigsby.

**APPLE, ATARI, IBM, C-64/128, AMIGA.**
Advanced.
By Gary Grigsby.

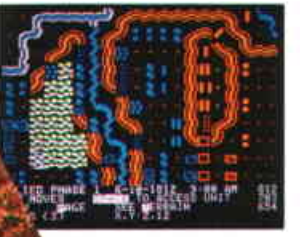
AWARD WINNER!

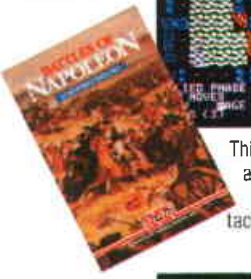
**"Computer Gaming World" 1985 Best Game:** All weapons used on the Russian Front (1941-45) are rated in this best-selling tactical game.

Choose from 79 classes of warships from the Allied & Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.

**APPLE, ATARI, ST, C-64/128, IBM.**
Advanced.
By Gary Grigsby.

**APPLE, IBM, C-64/128.**
Advanced.
By David Landrey & Chuck Kroegel.



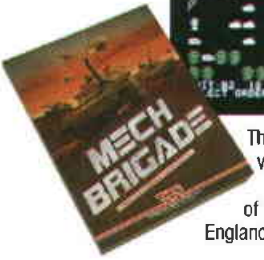



This construction set allows you to create Napoleonic battles at a tactical level.

Lead the first daylight B-17 bombing raids over Nazi Europe in October 1942. How many of the daring combat missions can you survive?

**APPLE, C-64/128.**
Intermediate.
By John Gray.

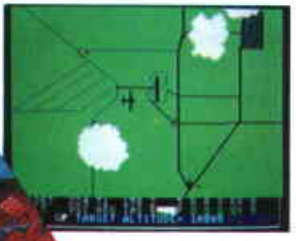
**APPLE, ATARI, IBM, C-64/128.**
Advanced.
By Gary Grigsby.




The final word on armored warfare of the 1990's: Almost all weapon types of the U.S., West Germany, England and Russia are included.

Would the Union have lost the Battle of Chickamauga if you had been in charge? Find out with this simulation of the South's last major offensive thrust.

**APPLE, ATARI, IBM, C-64/128, AMIGA.**
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.



**APPLE, IBM, C-64/128.**
Introductory.
By John Gray.

This flight and combat emulator lets you fly a B-24 Liberator through 19 missions to bomb the oil refineries in Ploesti, Rumania.

**"Antic" Magazine Outstanding Product 1987 Award.** Play games that you design! Create your own maps, troops, weapons & battles, unfettered by time and reality!

**ST, C-64/128, IBM, ATARI.**
Introductory.
By Roger Damon.

**APPLE, IBM, C-64/128, ATARI.** Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

Refight three historical battles of the American Revolution: Bunker Hill, Saratoga, and Monmouth.

The Battle of Shiloh was Grant's first real trial by fire. It was a see-saw affair that could have gone either way. Now, you determine the outcome.

**APPLE, ATARI, IBM, C-64/128.**
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

**APPLE, ATARI, IBM, C-64/128, AMIGA.**
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

**"Family Computing" 1986 Strategy & Tactics Game of the Year. Also 1986 Charles Roberts Best Military/Strategy Computer Game.**

A grand-tactical simulation of the Civil War's bloodiest day. The battle unfolds in detail so real you'll feel like you're playing a miniatures game!

**APPLE, ATARI, IBM, C-64/128.**
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

BEST BUYS!

# SSI CLASSICS

In their prime, the following games were recognized as two of our best titles. We are now offering them at the special low price of $14.95. If you are searching for unbeatable values in computer gaming, look no further than SSI Classics!

In this sequel to GEMSTONE WARRIOR,™ you must return to the Netherworld and find the tools to heal the fragmented Gemstone. **Apple, C-64/128.** Introductory. By Peter Lount, Trouba Gossen & Kevin Pickell.

Battle Mantor's legion of hideous monsters as you try to steal the Evil Book of Magic, thereby rendering the evil wizard powerless. **Apple, C-64/128.** Introductory. By Charles Dougherty.

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We've tagged every one of our games as Advanced, Intermediate, or Introductory.

- ADVANCED means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this category is for you.
- INTERMEDIATE applies to the games that are easier to absorb, quicker to understand. They can serve as the perfect stepping stones to Advanced games. However, they are challenging and intriguing in their own right.
- INTRODUCTORY games are ones that everyone can enjoy. They aren't simplistic, just easy to learn and understand. Usually, a quick glance at the rulebook will be all that's needed to start play.

For a complete list of our games broken down by computer format, please see pages 13 and 14. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.

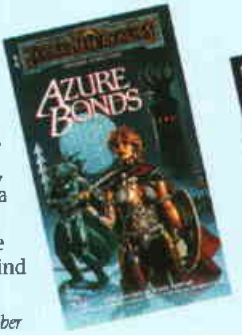

NEW FORGOTTEN REALMS PRODUCTS

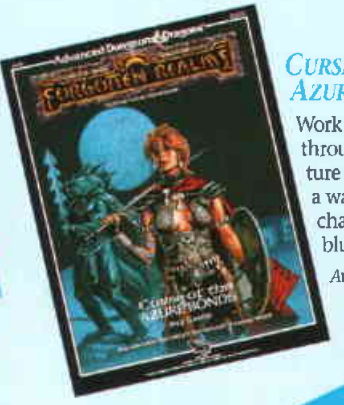
## New Novel and Module from TSR!

*AZURE BONDS*

Join *Alias*, sword wielder of the Realms, as she begins a quest for the creators of the tattoos that bind her destiny.

*Available November*




*CURSE OF THE AZURE BONDS*

Work your way through a wild adventure as you search for a way to rid player characters of their blue-hued curse.

*Available Spring '89*

TSR, Inc.™

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Look for the *AZURE BONDS* SSI computer fantasy role-playing epic in 1989!

## HINT SHEET FOLDER

We have a new SSI hint sheet folder available for purchase. This folder contains hint sheets covering each of our current fantasy games* as well as answers to the most asked wargame questions. If you've ever wanted help with our fantasy or wargames, this folder could be what you're looking for! The cost of the Hint Sheet Folder is $1.00 plus $3.00 shipping and handling.** To order one please send your check or money order for $4.00 (California residents please add the appropriate sales tax to the $1.00) to the address below. Please enclose your name and full mailing address with zip code. Allow 2-4 weeks for delivery.

HINT SHEET FOLDER
Strategic Simulations, Inc.
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Mountain View, CA 94043

*Does not include AD&D® Computer Products

**In the Continental U.S., UPS Blue service (faster shipping time) is available for $5.00

## FREE INTRODUCTORY OFFER

INSIDE SSI, our biannual newsletter, is packed with news of work in progress, game articles and hints, interviews with game designers, new scenarios, and a "behind the scenes" look at SSI. We're offering a free 1989 subscription to our valued customers. To become a subscriber, please mail your name and address to:

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Mountain View, CA 94043

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Advanced Dungeons & Dragons®

POOL OF RADIANCE
A FORGOTTEN REALMS™ Adventure

## CLUE BOOK

A perfect companion to the POOL OF RADIANCE computer adventure, this clue book is not just sketchy maps and vague references; it's a complete players guide with exact maps of every location in the game and with all major encounters located and described. It also includes specific tactics to defeat especially powerful monsters. All the passwords, mazes, and illusions are described so that nothing will slow you down on your quest.

This clue book not only describes the adventure in POOL OF RADIANCE, it also tells you how to be a more effective player. Everything you need, about the game and about the adventure, is included. **£7.99**

**See "How to Order Games" for ordering information.**

*Every SSI game carries a 14-day "satisfaction or your money back" guarantee.*

To exercise this guarantee, you must return the complete game(s) within 14 days of receipt with your dated sales slip to:

Strategic Simulations, Inc.
1046 N. Rengstorff Ave.
Mountain View, CA 94043.

## DATA DISKS

**Kampfgruppe**
**SCENARIO DISK #1.**

Five scenarios designed to be especially challenging for the avid Kampfgruppe player. Available for the Apple, Atari, C-64/128 & IBM. **$19.95** (TO ORDER, SEE BELOW.)

## HOW TO ORDER GAMES

If you have difficulty in obtaining any products contained within this catalogue please contact:

U.S. Gold Ltd
Units 2/3 Holford Way
Holford
Birmingham
B6 7AX
021 356 3388

Be sure to specify the computer format of the game.

Availability dates of new products are subject to change.

U.S. GOLD ® All American Software

## TECHNICAL HOTLINE: (415) 964-1200

If you have any **technical** questions or problems regarding any of our games, you can call our hotline number every workday, 9 to 5 (Pacific Time).

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# THE COMPLETE LIST

## APPLE®

### WARGAMES

| TITLE | MEMORY | P* | R* | E* | PRICE |
|---|---|---|---|---|---|
| BALTIC 1985™ | 48K | 7.1 | 7.1 | 7.1 | £24.99 |
| BATTLECRUISER™ | 48K | 7.5 | 7.4 | 7.0 | £24.99 |
| BATTLE GROUP™ | 48K | 7.8 | 7.8 | 7.8 | £29.99 |
| BATTLE OF ANTIETAM™ | 48K | 7.5 | 8.0 | 7.6 | £29.99 |
| **BATTLES OF NAPOLEON™** | **64K** | **NA** | **NA** | **NA** | **£24.99** |
| BROADSIDES™ | 48K | 7.1 | 7.2 | 7.1 | £29.99 |
| CARRIER FORCE™ | 48K | 7.0 | 7.7 | 7.2 | £29.99 |
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‡ Requires joysticks

♦ Cassette version

*Our customer response cards, included in all SSI game boxes, asked you, the player, to rate each game for Playability (P), Realism (R), and Excitement (E). 9 is excellent and 1 poor. Here, we present the average scores for each game. NA means not available due to a game's recent release.

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